

Name of Study (by most recent)	Objective	Relevant arts-related definitions	Methodology	Metrics	Data Sources	Limitations	Findings	Recommendations
<i>Creative Industries in New Zealand: Economic contribution</i> New Zealand Institute of Economic Research (Inc.) 2002	Estimate contribution of creative sector to New Zealand's GDP for individual creative industries, and creative sector	Broad: definition of creative sector based on UK Mapping Document	Quantitative (SIC) GDP measured by production, or value-added (annual revenue less intermediate consumption)	Contribution to GDP; employment; domestic consumption of sector outputs	Used NZ official employment data; built industry data from existing industry surveys, collected primary data or used estimates by industry, government, or experts	Systematic data not available for industries ANZSIC classification cannot disaggregate designer fashion; crafts and art and antique markets; and interactive leisure software		
<i>Creative Industries Mapping Document</i> UK Department of Culture, Media, and Sport 1998 and 2001	Assess the economic value of the creative industries	Broad (includes publishing, computers and software, etc.) Also see DCMS Evidence Toolkit, launched April 2004, which extends definition to sport, tourism, and heritage	Quantitative Focus on production, not expenditure	Measures revenues (GVA), employment and exports (Core activities, industry revenues, market size, external trade, employment, industry structure, geographic distribution)	UK National Statistics (ONS) Industry estimates (wide range)	Not based entirely on official statistics, so methodology is constantly being updated (difficult to compare over time)	Revenue: 112.5 billion pounds; Employment: 1.3 million; Exports: contribute 10.3 billion pounds to balance of trade, industries are 5% of GDP, output grew 16% (2001)	Promote creativity in education through government funding; promote businesses valuing and using creativity in daily practice; promote accessibility of culture through Internet